SCORPION – M808 MAIN BATTLE TANK

ARMOURED – BUILD RATING 4

MOVE	SOAK	REACT	IMPACT
8/12"	3	10/12	3

DAMAGE			
	6	6	5

WEAPONS	RANGE	ARC	AP	AT	AA
High-Velocity Cannon	20/40"	ALL	4	18	2
Devastating (ARM): Gain +1 Firepower Rating shooting at Armoured Elements.					
Heavy Machine Gun	10/20"	FRONT	6	1	3
Suppression (+2): Add 2 to all enemy Suppression Tests.					

UNIT LOADOUTS

Aerial Insertion: Up to 1 Scorpion may be deployed via a Combat Drop Air Support Mission.

SPECIAL RULE

Canister Shot: Once per game during its activation, this Tank may elect to load a Canister Shot into its Battle Cannon. Should the tank elect to do this the AP/AT/AA spread on the weapon changes to 18/4/2 for their upcoming attack.

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TYPE
ARMOURED

ELEMENTS
1

POINTS
250

The Scorpion's design is the template for all contemporary UNSC main battle tanks, with a heavily armored hull inset within four independently articulated bogies fitted with adaptive track segments. Considered by many to be the preeminent armored vehicle of the UNSC, the Scorpion holds an extraordinary track record of success across dozens of planets and hundreds of battlefields dating back to the beginning of human interstellar colonization. Due to its affordability, simplicity, and versatility, the Scorpion's functional uses are numerous and wildly varied.

Sixty-six tons of heavy metal mayhem. Engage armored targets with the cannon while the gunner on the pintle-mounted machine gun helps to clear infantry.

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